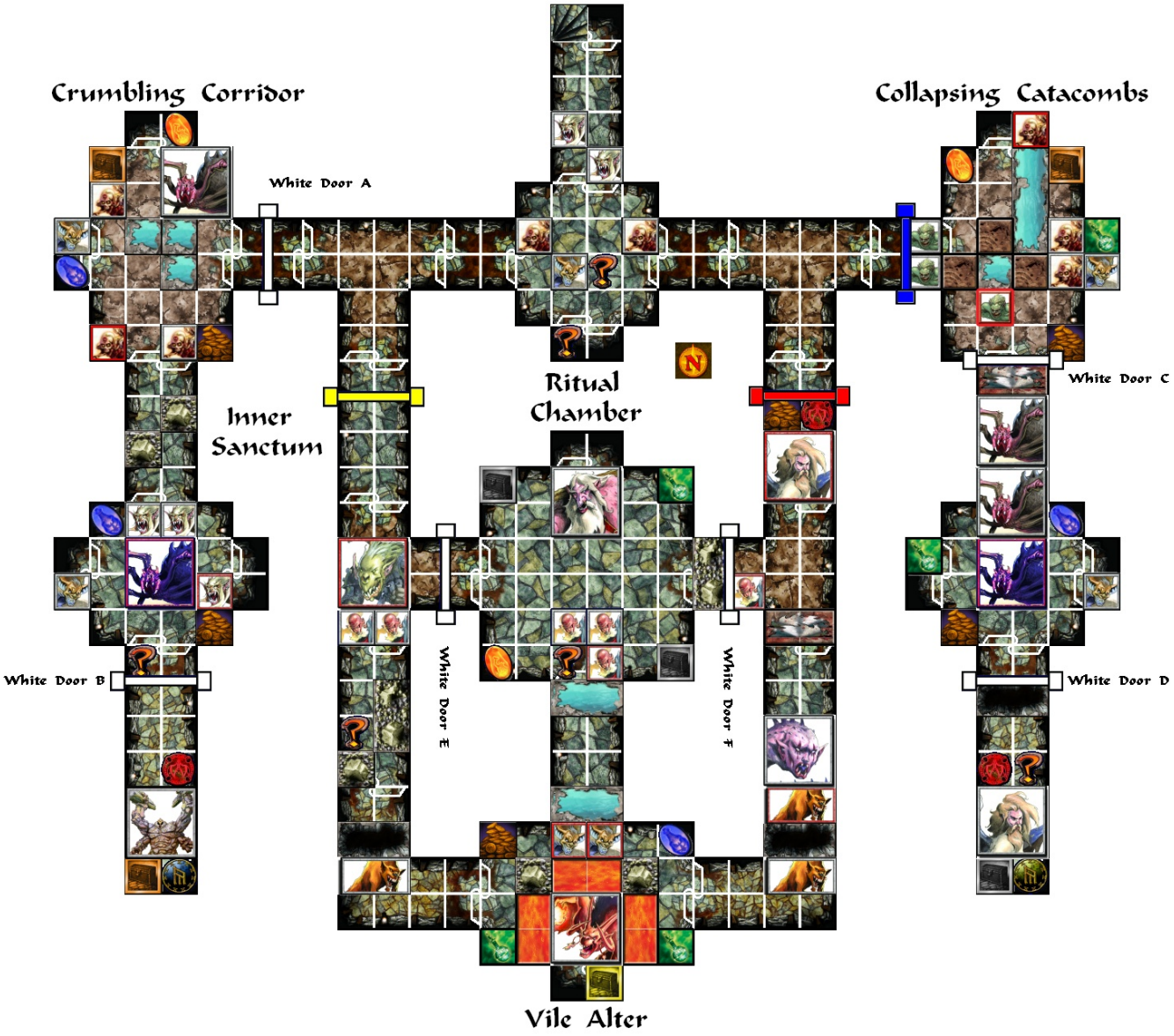
Starting Area



Treasury

Treachery

Chests:

Copper 1:	1 Copper Treasure, 1 Conquest Token, 1 Curse
Copper 2:	1 Fatigue Potion, 1 Copper Treasure, 1 Conquest Token, 1 Curse
Copper 3:	2 Copper Treasures, 1 Conquest Token, 2 Curses
Silver 1:	1 Silver Treasure, 1 Conquest Token, 1 Curse
Silver 2:	1 Healing Potion, 1 Silver Treasure, 1 Conquest Token, 1 Curse
Silver 3:	2 Silver Treasures, 1 Conquest Token, 2 Curses
Gold 1:	1 Power Potion, 1 Gold Treasure, 1 Conquest Tokens, 1 Curse
Gold 2:	200 Gold, 1 Gold Treasure, 1 Conquest Tokens, 2 Curses

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Crumbling

By Kkatman

Scenario Background

Madam Haggtuth, the King's seer, has claimed that within a dark temple hidden in the Drurn Caverns, the evil lich Kral the Vile is attempting to summon forth a powerful demon to do his bidding. In response to this vision, the King called for His kingdom's mightiest heroes. The greatest of them were sent into the temple to slay the lich and thwart its efforts!

Barely had they entered when there was a great rumbling like thunder trapped in the ground. The air hummed with magic, the earth shook, and a mighty cloud rose up from the entrance to the caverns. Then silence.

You answered the King's call, but He did not choose to send you. Now, it is you he turns to...

Mission Goals

1.) Enter the dark temple and ascertain the cause of the supernatural quake.
2.) Discern the fates of the four heroes sent in before you.
3.) Discover if the lich Kral the Vile has been permanently put to rest and, if not, do so.
4.) Determine whether Kral the Vile successfully summoned a demon and, if so, kill it.

Heroes start with seven Conquest Tokens and 400 gold each (rather than the standard 300) to spend on equipment.

Starting Area

Until very recently, this temple had a dark and sinister beauty. Now it lies in shambles. Statuettes to wicked, otherworldly creatures have fallen from their pedestals and lie smashed amongst debris from the walls and ceiling. Deep, ominous cracks run the length of the floor here. The stairs seem to shift uneasily under your feet as you descend, and the hallway groans apprehensively. Shadowy, monstrous figures move about, salvaging what little remains of the temple entrance's finery. The hulking form of a razorwing knaws on a body beyond.

Important: When the last hero leaves the steps at the beginning of the starting area:

No sooner has the last of your party stepped off the steps when, with a mighty crash, the stairwell gives away, crumbling into the darkness of the caverns below!

Remove the stairs tile and replace it with a pit tile. There is now no clear way out for the heroes.

Important: If a hero ends her movement on the mystery marker in the center of the first room:

The body ravaged by the razorwing belongs to one of the heroes sent in before you, a runewitch of some renown. As you bend over her torn and bloody body, she moves! Her eyes gaze up at you, unfocused. Her trembling hand reaches into a pouch between her breasts.

"The quake... from the treasury... the glyph... do not use..."

The runewitch expires, her body going limp. From her now lifeless hand rolls a healing potion, too little too late.

The hero standing on the mystery marker receives one healing potion. The party gains one Conquest Token.

Important: If a hero ends her movement on the mystery marker against the south wall of the first room:

You spot a Glyph of Transport underneath the wreckage of a collapsed ceiling beam. The glyph is irreversably damaged; magic still courses through it, but the glyph is malfunctioning and does not respond to your touch.

Replace this mystery marker with a red glyph token. This glyph remains red throughout the game: it cannot be used for travel back to town, nor does it give the heroes any Conquest Tokens for activating it. However, the glyph can be used for transport from the town into the dungeon, allowing slain heroes to return.

Crumbling Corridor

This ruined passage to nowhere was the Grand Hall, but the chambers it once led to have caved in. In the foyer, a grand chandelier has fallen, demolishing the fountain below. Its haughty statue of the Demon Goddess of Plagues lies decapitated and unwholesome fluids have leaked into the center of the room. The ceiling sags ominously, and massive chunks have fallen into the corridor, obscuring what lies beyond and blocking the way for all but the smallest and most nimble creatures.

Do not reveal the area south of the first room until a hero gains line of sight beyond the rubble in the hallway.

Important: Large creatures will not move north past the rubble.

Treat the section between white door A and the rubble, the section between the rubble and white door B, and the section behind white door B as separate "areas" for purposes of reveiling monsters and cards such as "Brilliant Commander".

Important: If a hero ends her movement on the mystery marker against white door B:

Blood smears this iron door. A hero's mangled body lies propped up against it; it would appear the hero died trying to close the door. A still living companion must have finished the task. The body is so badly beaten you can only recognize the hero by some of his equipment.

The hero standing on this mystery marker gains a single silver treasure. The party gains one Conquest Token.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Collapsing Catacombs

As you unlock the blue rune-locked door, a mighty roar worthy of a dragon fills the temple and a wind from behind you blows clouds of dust and rock. The ceiling of the Grand Hall has finally collapsed!

Take the rubble from the Crumbling Corrridor hallway and place it in front of white door A. Close that door. The heroes can no longer enter the Crumbling Corridor, nor can monsters spawn within it. Any familiars left in the Crumbling Corridor when the blue door is opened are moved to the nearest open spaces in front of white door A, having fled the collapse and narrowly escaped. Any hero who was still in the Crumbling Corridor is placed there as well, and suffers damage as per a falling rock trap. This "trap" does not cost the Overlord any threat tokens, nor can it be augmented by Power Cards.

Treat the section between the blue door and white door C, the section between white door C and white door D, and the section behind white door D as separate "areas" for purposes of reveiling monsters and cards such as "Brilliant Commander".

Before you, a small set of steps lead into the temple catacombs. Mists crawl along the ground. Bodies of the dead, desecrated and disturbed, litter the floors. A fissure cuts the ceiling; foul water from somewhere above pours through the crack at its north end. The catacombs echo with the sound of trickling water. The air is chokingly dank.

Important: When a hero opens white door D:

As the door slides open, the floor gives away, plunging into a black chasm. For a moment, you teeter precariously on the edge before safely regaining your balance.

Important: If a hero ends her movement on the mystery marker behind white door D:

Drying crimson splatters the wall. Oozing chunks of flesh and internal organs drip onto the ground. A King's hero met a very ugly, violent fate in this room. You find only a token of his -- or her -- equipment amongst the gory remains.

The hero standing on this mystery marker gains a single gold treasure. The party gains one Conquest Token.

Inner Sanctum

The floor shakes threateningly. You feel the massive thud in your chests as much as hear it. The trickling water far behind you is now the rush of a waterfall! Giant stones have fallen from the catacomb's ceiling, wedging the door shut as the defiled tomb fills with water.

Take the water tokens from the foyer of the Crumbling Corridor and place them in front of the blue door. Close that door. The heroes can no longer enter the Collapsing Catacombs, nor can monsters spawn within it. Any familiars left in the Collapsing Catacombs when the yellow door is opened are moved to the nearest open spaces in front of the blue door, having fled the collapse and narrowly escaped. Any hero who was still in the Collapsing Catacombs is placed there as well, and suffers damage as per a pit trap plus gains poison tokens equal to the damage suffered. This "trap" does not cost the Overlord any threat tokens, nor can it be augmented by Power Cards.

The halls of the evil temple's inner sanctum lie in ruins. Another chandelier fell here, and much of the hallway's support beams fell with it. The room moans, creaking like the bones of an aging giant. A massive ogre guards an ornate iron door with golden inlays. Two sorcerers, wearing black temple robes, stand at his back, looking quite worried at your appearance. Chanting voices ring through the door, invoking dark magics. The poisonous sounds of those foul incantations knife at your mind, causing your ears to bleed.

Treat the west and east vertical corridors as separate "areas" for purposes of reveiling monsters and cards such as "Brilliant Commander". If a hero moves south past the chasm in the west corridor, exposing the Vile Sanctum to line of sight, the Vile Sanctum is immediately opened.

If a hero enters the Inner Sanctum before white door E is opened, she gains one bleed token.

Important: If a hero ends her movement on the mystery marker south of white door E:

The hall is blackened. Scorched tapestries hang in tatters from the walls. The body of Elizabeth Cathori, the paladin who lead the first band of heroes into this temple, lies behind one of the broken support columns, burned to a charcoal skeleton.

The hero standing on this mystery marker gains a healing potion, a power potion and a single gold treasure. The party gains two Conquest Tokens.

Ritual Chamber

The chanting suddenly stops as you reach for the door.

Within, alluring visages of corrupted hedonism tile the walls of the Ritual Chamber. Marble columns carved as succubi hold up a vaulted ceiling covered in twisted, arcane symbols that pulse with deplorable eldritch powers. Mystical scrying pools separate this room from the unholy alter beyond. The far wall is cracked and warped, the door twisted unnaturally in its frame and barred by a fallen succubus pillar.

Kral the Vile stands with its circle of black sorcerers, staring at an item on the ground.

"Success!" it cries with bone-chilling glee. But the expression of joy on the lich's desiccated face turns into a rictus of fury. "No! My apprentice reports that the glyph has not activated! We are not free of this collapsing prison!"

It looks up at its sorcerers, "...but, that's impossible. I felt the magic syphoned from the rune. The spell must have worked. Somewhere in this decaying tomb, a Glyph of Transport must have activated!"

Then the lich spies you standing in the doorway.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

If a hero moves into the Ritual Chamber, exposing the Vile Sanctum to line of sight, the Vile Sanctum is immediately opened.

White door F cannot be opened.

Important: The master sorcerer in this room is Kral the Vile. It has the same stats as a normal master sorcerer except:

It has Armor 4.
It has Sorcery 5.
It has Blast 1.

If the heroes kill Kral the Vile, they recieve 100 gold each and two Conquest Tokens.

Important: If a hero ends her movement on the mystery marker in the room:

You find the remains of the red rune key, twisted and broken, sapped of all it's magic by the lich's ritual. This rune will never again open a door.

Vile Alter

This room is drenched in evil. Otherworldly oil oozes from the stone eyes and mouths of demonic gargoyles. The vile alter -- ringed in living hellflame and covered with graven images of archfiends and demonic goddesses -- is cracked down the center, revealing a hidden chest. Shattered ebony columns no longer hold the deteriorating ceiling. An eldritch binding circle lies marred and damaged by debris. Candles, extinguished or broken, litter the floor.

The demon will not move past the ring of flames (lava) until Kral the Vile has been slain. If the heroes kill the demon, they gain three Conquest Tokens.

Important: When a hero activates the Glyph of Transport next to the Red Door:

You can sense another active Glyph of Transport within the crumbling temple!

Place the active Glyph of Transport in the Treasury, but do not reveal anything else within that room. Heroes do not gain any Conquest Tokens for the glyph in the Treasury (although they do gain the standard 3 Conquest Tokens for activating the glyph next to the red door). They may transport to that glyph from town.

Treasury

You have discovered the temple treasury!

Two mighty Dragons turn to face you, blinking with mild surprise. Behind the larger Dragon, you briefly spot a clutch of large, purple-spotted dragon eggs before She wraps Her tail protectively around them.

The other Dragon speaks:

"I am Abarax and this is my mate, Mithrilin.

"We were brought here when we were but hatchlings to serve as guardians of the temple's treasures. But now, we chose to keep these treasures for ourselves, that we may bestow this horde to our own hatchlings! We created the magical quake to seal this place from greedy monsters and heroes alike! Never again shall we allow others to take from this place!"

The mystery marker in this room marks the Dragons' eggs. Treat it as rubble for strategic purposes.

Important: At this point, the heroes have completed their Quest. They need not fight the Dragons, and the Dragons will not attack if all the heroes choose to leave without either attacking or taking any of the room's treasures. If the heroes choose to leave, they receive 5 Conquest Tokens and win the game!

If any of the heroes either attack or attempt to steal any of the treasures in the treasury:

"Foolish, greedy heroes!" bellows Abarax. "If you had just left, We would have let you live!"

Important: Abarax and Mithrilin are both Named Dragons. They have the same statistics as Master Dragons except as follows:

They each have Armor 7.
They each have +5 additional health per hero.
They are immune to Burn.

If one of the Dragons is slain, the Dragon's mate will go into a berserk frenzy, discarding all current wounds and gaining the effects of Rage for the next turn. This effect does not cost the Overlord any Threat Tokens.

If the Heroes slay both Dragons, they win the game. Heroes receive no Conquest Tokens for killing the Dragons (but they do receive any from opening the chests).

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.